

BARBARIAN: PATH OF THE PANIC-STRICKEN



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Your power comes not from anger, but a far more primal, deadly emotion – stark, raving fear. Your might is powered by your survival instincts, and you can channel your terror into impressive feats of desperate self-preservation. Whenever panic fills your body, blood in your ears and heart in your throat, you will do whatever it takes to accomplish one of your only two goals: Get as far away from the scary thing as possible, or kill the scary thing as fast as possible.

CREDITS

Cover art taken from [Pizza Tower](#). Artwork on page 2 taken from [One Piece](#).

Subclass designed by [VYLT](#). Thank you for checking out my content! 💜

FEAR IS THE MIND-KILLER

3rd-level Path of the Panic-Stricken feature

Your rage is now automatically instantly activated whenever you are frightened. This does not cost you a bonus action.

In addition, whenever you activate your rage intentionally, you may choose one hostile creature that you can see and become frightened of that creature for the duration of your rage.

Whenever you are frightened and raging at the same time, you are considered panicking. While you are panicking, you automatically fail all saving throws related to ending a frightened effect on yourself. Furthermore, your rage does not and cannot end early (before 1 minute passes) unless the source of your fear is out of your line of sight, incapacitated, or no longer hostile to you or your allies.

FIGHT OR FLIGHT RESPONSE

3rd-level Path of the Panic-Stricken feature

Whenever you are panicking, you gain the following benefits:

- All Barbarian features that benefit melee weapon attacks can now also benefit Strength-based ranged weapon attacks. This includes your rage damage bonus, your Reckless Attack, and at 9th level, your Brutal Critical feature.
- All one-handed weapons have the thrown property for you with a range of 20/60. This includes versatile weapons.
- While your source of fear is in your line of sight, your rage damage bonus is tripled. You still suffer the usual detriments of having your source of fear in your line of sight.
- You can use the Dash action as a bonus action on your turn.

PANIC ATTACK

6th-level Path of the Panic-Stricken feature

Beginning at 6th level, you are able to spread your panic to your foes. While you are panicking, when you hit a creature with a Reckless Attack, you can choose to make your target roll a Wisdom saving throw ($DC = 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$). On a failed save, the target is frightened of you until the end of your next turn. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses after a long rest.

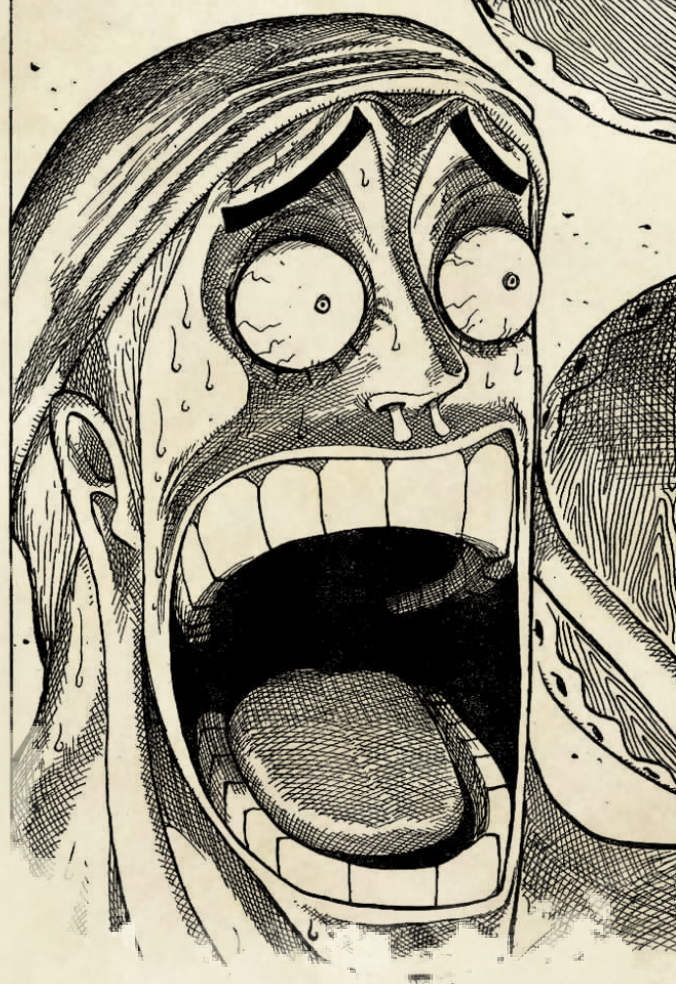
While you are raging, you have advantage on attack rolls against frightened creatures.

OVERREACTION

10th-level Path of the Panic-Stricken feature

Your survival instincts become incredibly sensitive. Whenever you are about to be hit by an attack, you can choose to immediately become frightened of the attacker for the next minute (no action required). If you are not raging, this activates your rage before the attack roll is made.

Furthermore, while you are panicking, you now gain the following additional benefits:



- Whenever you are hit by your source of fear, you can use your reaction to move up to half your speed without provoking an opportunity attack from your attacker.
- All two-handed weapons have the thrown property for you with a range of 10/30.
- Your range with Strength-based ranged weapons is doubled.

MASS HYSTERIA

14th-level Path of the Panic-Stricken feature

Whenever you start panicking, you can use your reaction to let out a blood-curdling scream of terror. Creatures of your choice within 30 feet of you that can hear you must make a Wisdom saving throw ($DC = 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$) or be afflicted with hysteria for 1 minute.

A creature afflicted with hysteria is considered frightened. The source of its fear is the creature that it obtains hysteria from. A hysterical creature can repeat its Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

Any creature that starts its turn within 30 feet of a hysterical creature and can see or hear it must make the same Wisdom saving throw or obtain hysteria from it for 1 minute. If the creature had succeeded on a saving throw against hysteria in the past 24 hours or if it is friendly to you, it automatically succeeds on this saving throw.

You are immune to hysteria while you are panicking.

